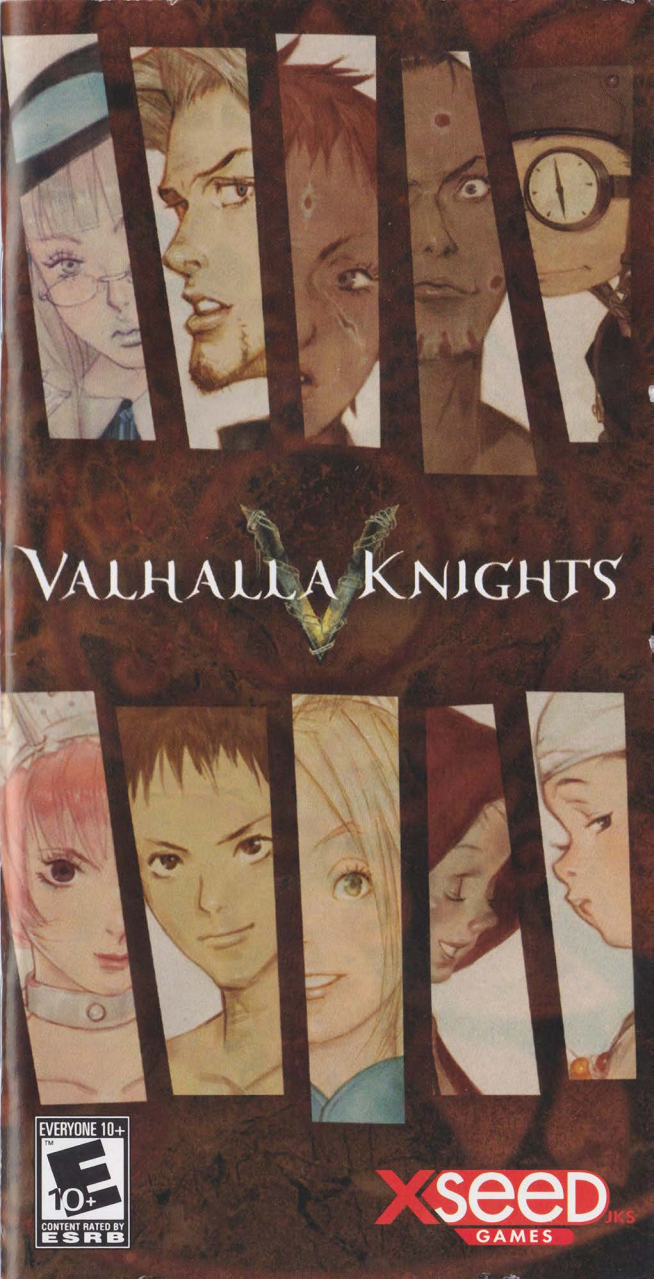

VALHALLA KNIGHTS
EVERYONE 10+
E
10+
CONTENT RATED BY
ESRB
XSEED
GAMES
JKS

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play. • Do not use the console when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

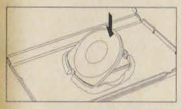
Use and handling precautions

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Recording surface

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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ULUS 10230

VALHALLA KNIGHTS

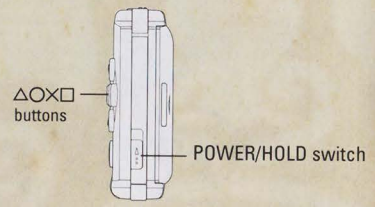
Thank you for purchasing Valhalla Knights for the PSP® (PlayStation®Portable) system. Please read this manual before playing the game. Be sure to keep this manual as a reference in a safe and secure place.

CONTENTS

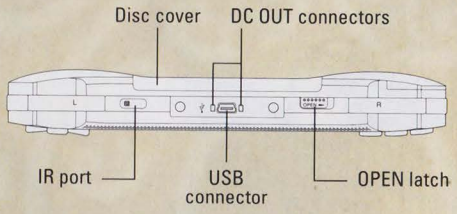
Getting Started	2
Starting Up	3
Story	5
Game Flow	6
Character Creation	7
Characters	10
The Job Classes	12
Movement	14
Items	16
Magic	17
Equipment	18
Formation	19
Behavior	20
Status	21
In Town	22
Battle	28
Tips	35
Network Play	36
Credits	38
Limited Warranty	40

Getting Started

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the **VALHALLA KNIGHTS™** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTE: DO NOT EJECT A UMD™ WHILE IT IS PLAYING.

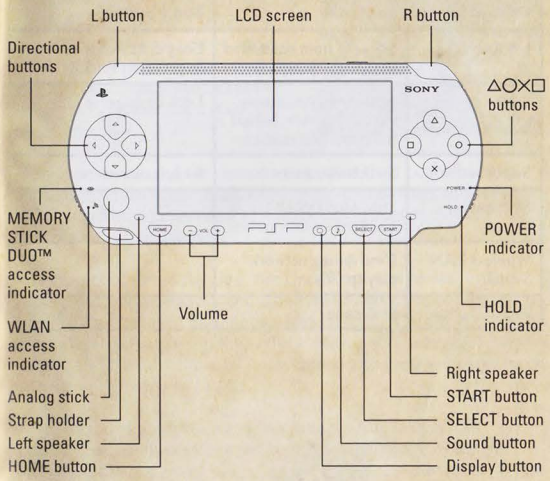
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the memory stick slot of your PSP® (PlayStation®Portable). You can load saved game data from the same memory stick or any Memory Stick Duo™ containing previously saved games.

Starting Up

PSP® (PlayStation®Portable) system configuration



BASIC CONTROLS

❖ Caution…you cannot save the game when you end the game by pressing the HOME button. Save the game (p. 22) before quitting.

Control	Field Map	Battle Screen
Analog stick	Move character	Move character
Directional buttons	Menu Select	Up: Spell Menu shortcut (p. 32) Right: Equipment Menu shortcut (p. 33) Down: Support Menu shortcut (p. 33) Left: Item Menu shortcut (p. 33)
○ button	Cancel	Attack (p. 30)
⊗ button	Talk, scroll message, investigate, select.	Attack (p. 30)
△ button	Open Camp Menu (p. 15)	Use special attack (p. 31)
□ button	Crouch (p. 29)	Open Battle Menu (p. 33)

Basic Controls (Continued)

Control	Field Map	Battle Screen
L button	See map from controlled character's perspective	Long distance attack target select (p. 31)
R button	Immediately recenters the camera view behind the controlled character	Lock on target (p. 30)
Select button	Switch characters	Switch characters
Start button	Mini Map ON/OFF Used only while moving	
Wireless LAN Switch	Used during network play (p. 36)	
HOME button	End game	

A distant voice is calling…

A place that was forgotten from history, where humans, elves, dwarfs, halflings and other various races lived together in harmony. It was a paradise, surrounded by deep green forests and crystal clear streams.

However, the roar of the demons tore apart their peaceful lives. It was the return of the Dark Lord, the previous ruler of the land, which sparked a new round of battles that would eventually encompass all the races.

After years of fierce fighting, the Dark Lord was sealed by the hands of the hero, Rastul. But from the blood of the demons, the land had been cursed and the sky lost its light. The cursed land entrapped the people, making every waking moment feel like an eternity. Eventually the land once known as a paradise came to be known as "The Cursed Land."

One day, a youth wakes up in this land. In this land full of despair, the youth searches for his/her lost memory. What lies ahead are the discovery of his/her memories and the future of this forsaken land.

And so- The pursuit for the truth begins.

Game Flow

The game will start and after the opening scene ends, the Title Screen will appear. Press the START button in the Title Screen and select [New Game] to start a new game, or select [Load Temp Save Data] or [Continue] to continue a previously saved game and press the ⊗ button.

◂ If you have saved a game, you can select load data. You can save your game at Bolsir's Inn (p. 22), or create Temp Save data from the Camp Menu at any time (p. 21).

If the game won't start

Sometimes the game will not start on some PSP® (PlayStation®Portable) systems. If this happens, please follow the instructions and update the system software on your PSP® (PlayStation®Portable) system.

Game Objective

This game is an action RPG where you progress through the storyline while raising your characters' levels by adventuring through dungeons and battling monsters (p. 28). When starting the game, you will first need to create your character (p. 7) before heading out on an adventure.

Repeat

Movement (p. 14)

- Buying supplies in town. (p. 23)
- Character creation. (p. 7)
- Accepting a quest. (p. 26)

Battle (p. 28)

- Fight enemies in dungeons.
- Gain experience points (EXP) and items to build up your character.

Character Creation

The Character Creation Screen

Here you will create the characters that you will control while playing the game.

Character Attributes

Name	The character's name.
Job	The character's job class. (p. 12)
Gender	The gender of the character.
STR	The higher the Strength, the more physical damage inflicted and the higher the character's maximum HP.
INT	The higher the Intelligence, the more magic damage inflicted and the higher the character's maximum MP.
RES	The higher the Resistance, the higher the tolerance against abnormal statuses and damage from spells.
VIT	The higher the Vitality, the higher the tolerance against physical attacks.
SPD	The higher the Speed, the better the character is at evading attacks.
DEX	The higher the Dexterity, the more likely the character will land ranged attacks and succeed in inflicting critical attacks.
LCK	Having higher Luck affects all of your attributes to a certain extent.
HP	The character's HP (Hit Points). When this reaches 0, the character becomes Fallen. You can restore this with items and healing spells.
MP	The character's MP (Magic Points). When this reaches 0, the character will no longer be able to cast spells. You can restore this with items or by gradually regaining MP while traversing dungeons.

1. Choose a Race and Gender (p. 10)
First, choose a race for your character. (The character creation at the beginning of the game will only allow you to choose a human as the hero of the story). Use the directional buttons to choose a race and press the ⊗ button. Next choose the gender. Initial parameters of the character will change depending on gender, even if they are the same race. You should choose your character's race and gender considering the role you want him/her to play in your party. Once you have decided the race and gender, press the ⊗ or ■ button and move on to the next step.

◂ Press the △ button to go back to the previous step.

2. Choose a Name
Create a name for the character you have selected. (The hero's default name is Escart and can be changed). The name can have a maximum of sixteen letters. Use the directional buttons to scroll through the letters and press the ⊗ button to select. You can delete a letter by pressing the ● button. When you have finished creating a name, press the ■ button and proceed to the next step. Press the △ button to erase the entire name, then △ again to return to the previous step.

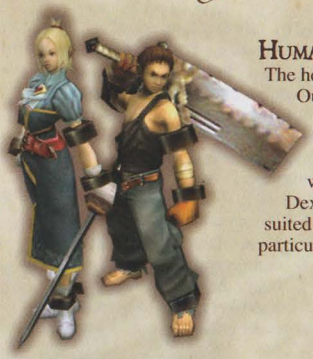
3. Choose a Job Class (p. 12)
Next, choose a job class for your character. Choose from one of the lower level classes: Fighter, Mage, Priest, and Thief (p. 12). The fighter is skilled at melee combat, the mage at casting attack spells, the priest at casting healing spells, and the thief at ranged combat. Decide your character's job class based on the structure of your party. Once you have made your selection, press the ⊗ or ■ button and proceed to the next step.

◂ Some classes are targeted by certain enemies more frequently than others, but also may be less likely to be targeted by other enemies.

4. Distribute the Bonus Points
Finally, distribute the Bonus Points to the various parameters. Press the up and down buttons on the directional pad to select the parameter and the right and left buttons to increase and decrease the distribution points. Refer to page 7 for a description of each parameter. Be aware that even when distributing Bonus Points to the same attributes, the parameters will be affected in different ways for different job classes. Press the ■ button after all Bonus Points have been distributed. You have finished creating your character.

◂ Based on the job class you have chosen, some stats like MP may not go up at all even when you distribute Bonus Points to that attribute.

Character Creation Complete

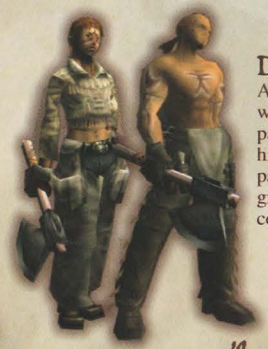


Humans

The hero of our story is a human. Out of all the races, the human race is the most well-balanced. Males have high Strength parameters while females have high Dexterity parameters. They are suited for all job classes, but do not particularly excel in any.

Elves

A race that is skilled at using magic. Males have high Resistance parameters while females have high Intelligence parameters. They are best suited for taking on jobs as spellcasters such as mages and priests.



Dwarves

A race that is skilled at using weapons. Males have high Strength parameters while females have high Intelligence and Resistance parameters. Their potential to grow into fighters skilled at melee combat is unmatched.

Halflings

A race that is both small and fast. Males have high Speed and Dexterity parameters while females have high Speed and Intelligence parameters. They use their speed to their benefit and are well suited to be thieves.

Machines

This race can be selected only after certain requirements are met. The full robot consists of a lower vehicle that serves as the main hardware, and is piloted by an android in charge of the software. They cannot use spells, but have a very high defense and can equip weapons that only they can use. Males have high Strength parameters while females have high Speed parameters. Machines can only take on the specialized job class of machine.

There are three types of job classes; lower, higher, and special. During character creation, you can only choose a lower job class. The higher job classes are available by changing classes from a lower job class later as you progress through the game (p. 25). There are four lower job classes: Fighter, Mage, Priest, and Thief. There are also four higher job classes: Anchor, Knight, Samurai, and Ninja. There is one special job class, the Machine. There are a total of nine job classes in all.

It is possible to change to a higher job class by using a special item at the guild to request a change to a specific higher job class.

The characteristics of each job class are described below.

Lower Job Classes

Fighter
This job class is abbreviated [Fi] in the status display. The main role of this job class is melee combat using weapons as well as the ability to wield a shield, allowing them to have a higher AL (p. 18) than other job classes. When leveling up, this job class has an easier time increasing the Strength parameter.

Mage
This job class is abbreviated [Ma] in the status display. Mages mainly cast attack and status ailment spells to inflict magic attacks upon the enemy. Compared to other job classes, the mage can cast spells more quickly. When leveling up, this job class has an easier time increasing the Intelligence and Resistance parameters.

Priest
This job class is abbreviated [Pr] in the status display. Priests mainly cast healing spells to restore HP and support spells to assist their party. When leveling up, this job class has an easier time increasing Intelligence and Resistance parameters.

Thief
This job class is abbreviated [Th] in the status display. Thieves can use ranged weapons such as a bow and arrow, and are less likely to be detected by the enemy. When leveling up, the thief has an easier time increasing Vitality and Speed parameters.

Higher Job Classes

Anchor
This job class is abbreviated [An] in the status display. Anchors have very high MP points and are experts in casting spells. This job class can cast all attack and healing spells.

Knight
This job class is abbreviated [Kn] in the status display. Like the fighter, knights can wield shields to increase their defense. Though they mainly use physical attacks, knights can also cast healing spells.

Samurai
This job class is abbreviated [Sa] in the status display. Samurai can wield a Katana, a very powerful melee weapon. As a result, they can inflict critical hits much more often than any of the other job classes.

Ninja
This job class is abbreviated [Ni] in the status display. Ninja can wield a Ninja Katana, a very powerful melee weapon, but they can also use ranged weapons such as a bow and arrow.

Special Job Class

Machine
This job class is abbreviated [Mc] in the status display. This is a special job class that belongs only to the machine race. Machines can equip almost any weapon and also have additional weapons that only they can use. This job class cannot equip any defensive armor, but they naturally have a high defense.

Changing to Higher and Special Job Classes

You must obtain and use special items to change to the higher job classes.

It is not possible to change to the machine job class– you can select machine as a race when it becomes available.

The Field Map

Mini Map

This is the map of a town or dungeon. The various icons displayed indicate the location of items, buildings, etc. Press the START button to hide the map.

- Character Location (The triangle points in the direction you are facing.)
- Door
- Inn, Shop, etc.

During a conversation, a message window is displayed at the top and/or bottom of the screen.

The Camp Menu

While moving around a town or dungeon, pressing the △ button will bring up the Camp Menu screen. Here you can equip, heal, use items, adjust a party character's behavior patterns, change settings, and open up information windows. Press up or down on the directional buttons to navigate to the desired menu item and press the ⊗ button to go to the settings screen.

Character Status Summary

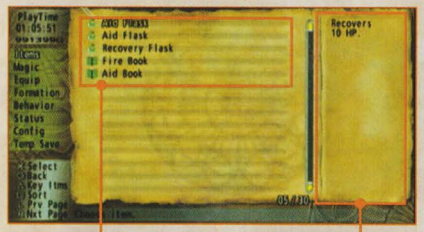
1. Character Portrait
2. Name
3. Race/Gender
4. HP (Current Points/Maximum Points)
5. MP (Current Points/Maximum Points)
6. Lv (Level)
7. Main Job Class
8. From the left: Main Job, Subjob 1, Subjob 2 (p. 25)
9. The number of EXP points necessary to reach the next level.

About the Camp Menu

Play Time	The total amount of time played since starting the game.
G	The amount of gold possessed.
Items	View and use items. (p. 16)
Magic	View and cast spells. (p. 17)
Equip	View and make changes to equipment. (p. 18)
Formation	View and change party formation. (p. 19)
Behavior	View and change the behavior patterns during battle for a character. (p. 20)
Status	View each character's status. (p. 21)
Config	Adjust game settings. (p. 21)
Temp Save	Temporarily save game. (p. 21)

Items

You can view acquired items and use them from the Items Menu. However, be aware that there are some items that may have unknown properties like those acquired for the first time (p. 27). Use the up and down keys on the directional button to navigate to the desired item and press the ⊗ button to select it. You can change pages with the L and R buttons, and use the ■ button to sort the items and automatically rearrange them. Press the ○ button to return to the previous screen.


Aid Flask
Recovery Flask
Fire Book
Aid Book
Recovers 10 HP.
Name of Item Acquired.
Item details are displayed. Information about items whose properties are not known yet will not be displayed.

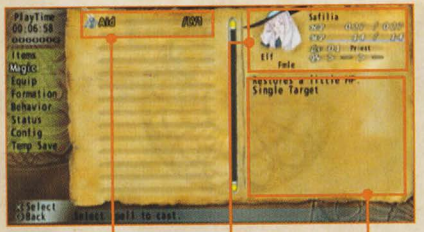
◂ Press the △ button from the Items Menu to display a list of Key Items acquired during events.

Item List

Name	Properties
Aid Flask	Recovers a little HP. Disappears when used.
Cure Flask	Recovers HP. Disappears when used.
Heal Flask	Recovers a lot of HP. Disappears when used.
Charge Flask	Recovers a little MP. Disappears when used.
Refresh Flask	Recovers a lot of MP. Disappears when used.
Escape Card	Returns party to town inn.
Analysis Card	Appraises unknown acquired items.

Magic

You can view magic spells that characters have learned and cast spells from the Magic Menu. The spells you can cast here are mostly healing spells, as attack spells can only be cast during battle. Select a character that has learned magic spells and then press up or down on the directional buttons to find the desired spell and the ⊗ button to cast it. Press the ○ button to return to the previous screen.


Spell Name
The name of the magic spell the character has learned. You can select a spell to cast here.
The character that can cast the magic spells.
Displays the properties of the selected spell.

Spell List

Name	Spell Level	Properties
Fire	1	Inflicts damage with fire.
Ice	1	Inflicts damage with ice.
Poison	1	Inflicts Poison.
Blind	1	Inflicts Darkness.
Aid	1	Restores HP.
Anti-poison	1	Cures Poison.
Bright	1	Dispels Darkness.
Analyze	1	Analyzes an item or an enemy.

Equipment

You can equip and remove a character's equipment freely. Be aware that there are limitations to the weapons and equipment a character can equip based on their job class. A character can equip items from head to toe based on its function. Choose a section of the body to equip and then press the up or down directional buttons to navigate to the desired item and press the ⊗ button to select and equip it. You can use the L and R buttons to scroll between characters. Press the ◉ button to return to the previous screen.

Image of selected character

The character model will change accordingly depending on the items equipped.

WL Weapon Level: The character's level of offensive power based on the combined attributes of the character and items equipped. The greater the number, the more damage that is inflicted on the enemy.

AL Armor Level: The character's level of defense based on the combined attributes of the character and the items equipped. The greater the number, the lesser the damage that is inflicted by the enemy.

Parts of the body where items can be equipped

Head	Item equipped on the head (e.g. helmet).
Neck	Item equipped on the neck (e.g. pendant).
Body	Item equipped on the body (e.g. armor).
Arms	Item equipped on the arms (e.g. gloves).
RtHd	Item equipped in the right hand (e.g. sword).
LtHd	Item equipped in the left hand (e.g. shield).
RtFr	Item equipped on the right finger (e.g. ring).
LtFr	Item equipped on the left finger (e.g. ring).
Legs	Item equipped on the legs (e.g. shoes).
RtSp	Spare item equipped on the right arm.
LtSp	Spare item equipped on the left arm (e.g. weapon, shield, or arrows.
Bag 1~6	A place to store a consumable item (6 total slots available).

Formation

You can set the battle formation of your party. The formation consists of three slots in the front, three slots in the middle, and three slots in the back where characters can be placed. Enemies tend to target the front line the most. It is recommended that you position characters with a high HP and AL in the front. However, be aware that on occasion you may be attacked from the side or the back (p. 29), so position your characters accordingly.

Press the ⊗ button and select a character, then use the directional button to move the character to the appropriate slot and press the ⊗ button again to position the character in that slot. Even if another character is already in the desired slot, simply press the ⊗ button to make the characters change positions. Press the ◉ button to return to the previous screen.

Current character selected

Use the directional buttons to move.

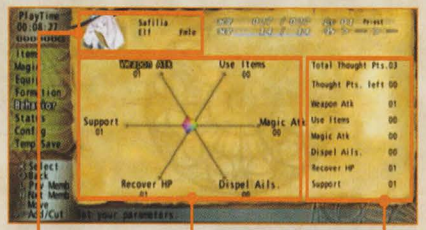
Starting from the top: front, middle, back.

If there is no activity on the controls for a certain period of time on the Field Map, all of your party members will appear on the screen in the formation that you have set. If you press a key while your characters are spread out in formation on the screen, they will all disappear and only the character you are currently controlling will be displayed.

Behavior

During battle, the other characters in your party that are not directly under your control will move around, attack, and heal automatically. The ways in which your characters automatically move and react are determined by the settings in the Behavior Menu. By using the [Bonus Thought Points] attained when gaining certain levels and distributing them to the various parameters, you can determine whether they will prioritize attacking or defending when reacting in battle. The higher the Thought Points a parameter has, the more adept a character will be.

Press the directional buttons left or right to select a parameter, and press up or down to distribute or take away points. Press the ⊗ button to finalize the parameter settings.



Selected Character

Parameter Graph

Weapon Atk	Prioritizes attack using weapons.
Use Items	Prioritizes using items.
Magic Atk	Prioritizes using attack spells.
Dispel Ails	Prioritizes dispelling abnormal status ailments by using spells and items.
Recover HP	Prioritizes using healing spells.
Support	Prioritizes assisting other party members in their attacks instead of attacking directly.

Parameter Points Display

Thought Points Parameters–Shows the current distribution of Thought Points.

Total Thought Pts.–The total number of Thought Points available including points that have already been distributed.

Thought Pts. Left–Points that have not been distributed to any parameter yet.

Status

Here you can see a detailed description of your character's current status. Use the L and R buttons to scroll through the characters. Press the ◉ button to return to the previous screen.

Description of the Status Menu

1. Character currently displayed.
2. Character's basic status.
3. Number of EXP (experience points) necessary to reach next level.
4. Job Class Lv - The level attained in each job class. (p. 25)
5. Character's various parameters.
6. WL - Attack Power AL - Defense (p. 18)
7. Weapon Bonus ATK - Additional weapon attack damage based on the weapon equipped.
   DEF – Additional weapon damage reduction based on the weapon equipped.
   Magic Bonus ATK – Additional magic attack damage based on learned magic spells.
   DEF – Additional magic damage reduction based on learned magic spells.
   MagicAtt Character's affinity towards the various types of magic; Fire (Fr), Ice (Ic), Wind (Wd), and No Attribute (NA). The higher the number, the higher the casting power or defense against the particular magic attribute.
8. Enemy Affinity Displays whether attacks are effective against certain enemy races; Animal (ANML), Undead (UNDD), Insect (INSC), Giant (GIAN), Magic Being (MGC BEIG), Demon (DMON), Yokai (YOKA), Beast (BEAS), Human (HMAN), and Dragon (DR). Yokai is a species of monster based on Japanese culture such as tengu, mushayoroi, etc.

Config

Here you can adjust the message speed, camera controls, toggle save cursor position ON/OFF, toggle display control icon ON/OFF, customize button layout, etc.

Temp Save

In areas where you can open the Camp Menu, it is possible to save the game temporarily. Temp Save data will be deleted when any save data is loaded.

What You Can Do in Town

In the town of Paladi, you can equip items, find party members, and save your game progress, among other important activities. You can also talk to the people in town to gain all kinds of various information. Before you go to the dungeon for battle, gather as much information as you can in town, equip your party members, and go on your adventure well prepared. A detail of each facility in Paladi is described below.

Bolsir's Inn

This is the only inn in the town of Paladi. Your party's HP and MP are fully restored when you stay at the inn, but it does cost gold. You can also save your game at the inn. Though you can temporarily save the game in other areas, the inn is the only place where you can perform a regular game save that will not be deleted automatically when loaded. Whenever you make changes to your settings, be sure to save your game here. You will need a Memory Stick Duo™ with at least 352KB of free space to save a game.

◂ To save the game, talk to the inn keeper. It won't cost you any gold.

Bricus' Tavern

This is the local tavern where the townspeople hang out. You can get a basic explanation of the game system here. If this is your first time playing the game or a question about game play arises, come here to get your questions answered.

Arcarus Chapel

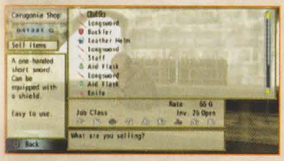
At the Arcarus Chapel, you can give a character prayer to cure abnormal status ailments such as Petrify, and resurrect Fallen party members. However, the services will require a donation of gold.

◂ The cost depends on the level of the character being healed.

Carugonia Shop

At the Carugonia Shop, you can buy equippable items such as weapons and armor, as well as consumable items such as healing potions. You can also sell items in your possession. When you browse an item at the store, the job class that can equip that item will be displayed below. You will also be able to see how many additional items your party can carry, so keep this in mind and purchase items efficiently. When you want to sell an item, the items in your party bag will be displayed as well as any items that are currently equipped, with a display showing which character has which item equipped. Items that are currently equipped can be sold without unequipping them first.

◂ Items that can be equipped will display who can and who cannot equip that item.



◂ Other than Key Items, almost all of the items in your possession can be sold.

Zirjida's Guild Shop

At the guild, you can change party members, change job classes, take on quests, have unknown items appraised, and start the network play function. Making preparations for adventures, such as creating a party member (p. 7) and changing job classes (p. 25) can be done here. See below for details.

◂ Party members can only be created here. Create a character that is to your liking.

Change Party

You can change the party members that will be adventuring with you here. When you select [Change Party], you will then be given the choices [Add Member], [Remove Member], [Find Member], and [Leave Member]. See below for details.

Add Member

Select a character such as the one you created in the [Find Member] screen and add him or her to your current party. A maximum of 6 characters can be in your party at any one time.

Remove Member

Remove a character that is currently in your party. The character that is removed from your party will be returned to the guild.

Find Member (p. 7)

The character creation screen will appear. Here you can create a character that can join your party, though it will cost some gold. Be sure to add the new character to your party after they have been created. See page 7 for details.

Leave Member

Leave a character you have created. Choose a character you want to leave and select. Be advised that this will delete the character permanently and they will no longer be able to join your party in the future.

Change Job Class

Change the job class of a member in your party. Select [Change Job Class] and the choices [Change Jobs] and [Learn Jobs] will appear. See below for details.

Change Jobs

You can change the job class of your character here. You can change your Main Job and also set or change your Subjob 1 and Subjob 2 from the menu. Subjob 1 and Subjob 2 are subjobs that you can set in addition to your main job. This allows you to give your character several jobs at once, allowing you to create a character with the characteristics of several job classes. (For example, a thief subjob will increase the amount of gold collected from treasure chests after battle and a mage subjob will allow the character to cast attack spells.) However, making changes will cost gold. Regarding job levels, ½ of the Main Job level becomes Subjob 1's maximum level, and ½ of Subjob 1's level becomes Subjob 2's maximum level.

1. Once you have selected a character to change jobs, select Main Job, Subjob 1, or Subjob 2 from the menu. Then select the desired job class displayed and press the ⊗ button to choose. After you have completed setting all the character's jobs, choose [Select] to find out how much gold it will cost and complete the process. It is not possible to choose the machine job class.

❖ When changing jobs, all items and equipment will be removed and placed into the party bag so be sure to have enough open slots in your party bag to hold all of that character's items.

◂ Lower jobs (p. 12) can be changed and added by simply paying gold.

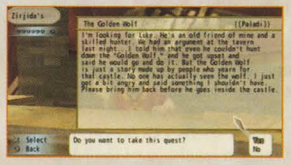
Learn Jobs

It is possible to learn a new job class. You can learn a new job by finding the required item inside the dungeons and giving the item to the guild. Once a character has learned a new job, he/she can choose the higher job freely. You can change to the new job you have learned in the Change Jobs screen.

◂ You cannot learn a higher job until you have obtained the required item.

Quest Info

Other than playing your main adventure, you can also receive requests to retrieve items and go on explorations, which are called quests. You can check for and receive quests at the guild, and report back there once the quest is complete to claim your reward. Most of the quests have nothing to do with the main story, but some quests are important in leveling up or obtaining valuable items. If time permits, it is recommended that you take on as many quests as you can. See below for details.



This game contains many quests. A quest may help unlock one of the mysteries to the world.

Receive Quest

You can take on a quest from any that are currently available. Select [Receive Quest] and up to three available quests will be displayed. Press the ⊗ button to choose a quest to read the details and then decide whether you will take on the quest or not.

A quest that is completed will be deleted from the list of quests available and a new quest will be added, if available.

Report Quest

Report the status of a quest you have undertaken. If you have completed the quest, you will be given a reward.

View Quests

You can see a list of quests you have completed. Quests yet to be completed are not displayed here.

Current Quest

You can see details about the current quest you have undertaken.

Appraise Item

Among the items acquired by exploring the dungeons or by defeating enemies, there are many items whose names or properties are still unknown. The names and properties of such items cannot be known until they have been used. You can have these unknown items appraised at the guild for a small fee before using them.

Some unknown items may carry negative properties such as inflicting Poison.

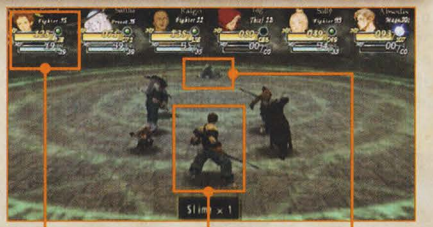
When you have an unknown item, select the item and have it appraised. The name and properties of the item will be revealed.

ATTENTION

Unknown items that have not been appraised at the guild will net a low selling price at the shop even though it may be an expensive item upon appraisal. Be careful.

Unknown items sold to the equipment shop are all bought at 10G.

The Battle Screen



Selected Character (Party Member)

Enemy

Party Member Status

1. **Skill Gauge** This gauge fills as you inflict damage on an enemy with a weapon or suffer damage from an enemy attack. When the gauge is full you can unleash a special attack.
2. **HP Gauge** This is the HP Gauge. The number on the left side is your current HP.
3. **MP Gauge** This is the MP Gauge. The number on the left side is your current MP.

◀ The control icons can be set to display during battle from the Config Menu within the Camp Menu.

Abnormal Statuses

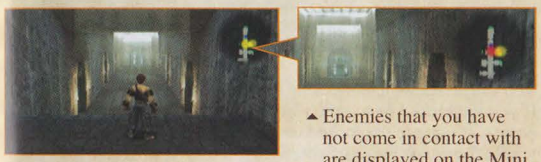
STATUS	EFFECT
Speed Up (SpUp)	Movement speed increases 20%.
Speed Down (SpDn)	Movement speed decreases 20%.
Poison (POIS)	Suffers damage (5% of maximum HP) every 2 seconds.
Darkness (DARK)	Visibility is drastically reduced and lose ability to target others.
Silence (SILE)	Lose ability to use magic.
Paralysis (PARA)	Lose all ability to move for a certain amount of time.
Disease (DISE)	All parameters decrease by 25%.
Petrify (PTFY)	Lose all ability to move until ailment is dispelled.
Fallen (FALN)	Lose all ability to move until character is revived.

The Flow of the Battle

While exploring dungeons and ruins in the game, you will encounter enemies that you will have to battle. The battles take place in real-time while the player controls one character in the party. The other members of your party automatically move according to the parameters you have set in the Behavior Menu (p. 20). Your characters will level up as you defeat enemies and gain experience points and items.

1. Movement (Inside the Dungeons)

Movement inside the dungeons is done the same way as movement inside town. Enemies appear and move around freely within the dungeons. When an enemy makes contact with you, a battle begins. The Mini Map in the upper right hand side of the screen displays where enemies are inside the dungeon. Enemies are initially displayed on the map as a yellow dot, but when an enemy detects your party, it will turn red on the map and the enemy will aggressively move towards you. If you press the ● button to crouch while moving in a dungeon, it will narrow the enemies' field of vision and make it harder for them to detect your party.



▲ Enemies that you have not come in contact with are displayed on the Mini Map. A red dot indicates that the enemy has detected you.

2. Contact with the Enemy

You will go into battle mode when you make contact with an enemy. The battle will start off differently depending upon how you made contact with the enemy. If an enemy makes contact with you from behind your character or from the side on the Field Map, it will be considered a surprise attack and the enemy will have the upper hand in the initial attack. You can also launch a surprise attack on an enemy by making contact from the side or the rear of the enemy. Crouching will help you from being detected when trying to launch a surprise attack.

3. The Battle Begins

When a battle begins, the Battle Screen will be displayed. When battling an enemy you have encountered for the first time, the name and details of the enemy will be unknown. Once a battle has ended, the name and details of the enemy will be revealed and will display during any further encounters with that same enemy.

During battle, damage inflicted on the enemy is displayed as a white number. Similarly, when an enemy inflicts damage on you, it is also displayed as a red number and your HP Gauge will decrease. When a character's gauge reaches 0, that character is considered Fallen.

You can flee from battle by moving your character to the very edge of the Battle Screen and selecting the flee option when the selection menu displays. In this situation, everyone in your party except the one you control will continue to fight while you try to make your escape. You can also open the Battle Menu (p. 33) and select the option to try to have your whole party flee.

Target Lock: R button

When you lock on to an enemy, you can see how much HP it has remaining. When the target cursor turns red, it indicates that the enemy is within your attack range.

Attack: ○, ✕ button

You can attack an enemy using the weapons you have equipped. If you are locked on to an enemy, you will attack that particular enemy. If you are not locked on, you will attack an enemy that is within the attack range of your weapon. If you press the attack button in a timely manner, it is possible to initiate multiple attacks at once (combo attack). Sometimes it is also possible to land a critical hit.

◂ By locking on to your enemy, you can engage in battle with more precision.

Ranged Attack: L button

You can use a bow and arrow as well as guns and projectiles to attack an enemy from a distance. Press the L button while having a bow and arrow or another ranged weapon equipped and an enemy will be targeted. Choose which enemy you want to attack when commencing a ranged attack.

Special Attack: △ button

You can use a special attack during battle. A special attack is set for every weapon that can be equipped. By inflicting damage on an enemy with your weapon, the Skill Gauge fills up (see below), and once the Skill Gauge is full, press the △ button to initiate the special attack. A special attack inflicts more damage then a normal attack or combo attack, and if you are able to defeat an enemy using a special attack, you will be given bonus experience points. You cannot use a special attack if your skill gauge is not full.

◂ Each weapon has a different special attack.

Skill Gauge

The round gauge at the very top of the character status display is the Skill Gauge. This gauge fills up with points as you inflict weapon and spell damage on the enemy. Gauge points accumulate and are automatically carried over to the next battle. Once this gauge is full, you can unleash a special attack. Once a special attack is used, the gauge points return to 0.

◂ Once the gauge is full, it will light up brightly to let you know you can use a special attack. The gauge fills up differently according to how you attack the enemy.

Spell Menu: Up directional button
Characters with certain job classes can cast magic spells during battle. The types of spells are attack, healing, and battle support spells. MP is consumed to cast spells.

Press the up directional button (button settings can be changed) and the Spell Menu will open with a list of your spells displayed. You can also change the targeted group. Use the directional buttons to select a spell. If the person you want to cast a spell on is a single person or enemy, select that person or enemy and your character will start chanting to cast the spell. If the spell affects everyone, then the entire area will be selected automatically. The time it takes your character to cast a spell depends on the type of spell being cast and the level of the character. Be aware that while casting a spell, your character's defenses are down and he/she is prone to attacks. After your character makes the necessary chant to cast the spell, the spell is cast. When your MP reaches 0, you are unable to cast spells.

◂ Choosing the mage or priest job class will allow you to use spells.

Healing Spells (Priest)

These are spells such as [Aid] that restores HP and [Anti-poison] that cures Poison.

Attack Spells (Mage)

These are spells such as [Fire] that uses flames to attack and [Wind] that uses wind to attack.

Item Menu: Left directional button
You can use items that are equipped to a specific character (p.18) from this menu. Press the left directional button (button settings can be changed.) and the Item Menu will open with a list of your items displayed. Select the item you want to use. If the person you want to use an item on is a single person or enemy, select that person or enemy. If the item affects everyone, then the entire area will be selected automatically.

◂ You can only use consumable items. If you have no consumable items equipped, the Item Menu will not open.

Equipment Menu: Right directional button
You can change the weapons you have equipped. However, you can only change equipped items if you have weapons equipped in your spare, or secondary, equipment slots (RtSp, LtSp) (p. 18). Press right on the directional buttons and open the menu and select the item you want to equip to change it. This comes in handy when wanting to switch weapons on the fly during battle.

Support Menu: Down directional button
You can give commands to members in your party during battle. You can give commands individually to each character or command the whole party. When giving commands to a single character, you can command it to prioritize its own judgment, prioritize healing the party, prioritize using weapons to attack, prioritize using spells to attack, or prioritize using support spells. When commanding the whole party, you can tell the party to do all of the above or command the party to escape.

Battle Menu: ● button
Press this button to select [Item], [Magic], [Equip], and [Support] as explained on p. 33. You can also select [Flee] from this menu.

4. Finishing a Battle

A battle ends when you defeat all the enemies and win, or all the members in your party are defeated and you lose. If you win a battle, you will gain experience points and at times obtain items. If you level up after a battle, you receive Bonus Points which need to be distributed to your character's various parameters (p. 9). If everyone in your party is defeated and you lose the battle, you will be returned to Bolsir's Inn. When this happens, your HP, MP, and abnormal status will be restored, but the amount of gold you were carrying will be reduced by half. If the character you are controlling becomes Fallen or is petrified, you will be able to control another character in your party and continue the game.

Win

Lose

▲ You will gain experience points upon winning a battle. The experience points are distributed among the party members that were in the battle.

▲ When the enemy has reduced all of your HP to 0 (Fallen), or all your party members are unable to move due to an abnormal status like Petrify, you are defeated and lose the battle.

▲ When you have defeated the enemy and are returned to the Field Map from the Battle Screen, a treasure chest may appear. You will not know what is in it until it is opened.

▲ Once you are defeated you will be returned to Bolsir's Inn. In addition, the gold you were carrying will be reduced by half. Be careful.

General Tips on becoming a successful Adventurer

Get a healer in your party as quickly as possible.

If your starting character is not a priest, then hiring a priest at the guild as soon as you can is highly recommended. This should be done before doing any shopping at the Carugonia Shop.

Change jobs often.

Changing a character's job class and building their level gives you valuable Bonus Points to allocate among your attributes such as Strength and Resistance. Since you are rewarded more experience points for fighting the same enemies when your party members' main job levels are lower, it pays to switch jobs often and keep your party's job levels low. For example, a Lv 10 Fighter with 15 points allocated to Strength can change jobs to a Lv 1 Mage and easily level up to Lv 5 and receive around 12 Bonus Points. If all those Bonus Points are allocated to Strength and you switch back to a fighter, though your job class is still at Lv 10, the Strength of your fighter is now at 27 points. This will dramatically increase the power of your physical attacks.

Be sure to equip as many items onto your characters as possible.

The party bag can only carry a total of 30 items, but anything equipped or carried by a specific character does not count towards that 30 total. If you are running out of room in the party bag to carry new items, be sure that you are also using each party member's six slots to hold consumable items. This can also apply when changing jobs at the guild since all items a character has equipped will be placed in the party bag when changing their main job. You cannot change a character's main job if there is not enough room in the party bag to hold everything that character has equipped.

VALHALLA KNIGHTS can be played by two players using ad hoc mode (Please refer to the PSP® (PlayStation®Portable) instruction manual regarding ad hoc mode). When Network Play is selected, you can then choose to either play together in the same party as another player [Host Coop], battle against another player [Host Versus], or choose to look for someone you can connect with [Join Game]. See below for details.

Note: This game has a timeout feature that will terminate the connection automatically if a player is inactive for a certain amount of time while setting up a network game.

Host Coop

[Host Coop] can be played with a maximum of 3 + 3 characters, totaling six in the game. Each player can choose the character they are currently controlling and two other characters to work together with another player on a quest specially made for network play. Each player controls their party on the Field Map and moves around the dungeons independently of each other. When a battle occurs, the players can enter each other's battles to fight and provide support.

1. Choose a Quest

When you select Host Coop, you will be connected to a network. You will then select a quest that you wish to undertake together with another player. Once you have chosen a quest, you will have to find another player that is willing to go on the quest with you. When you have found another player, his or her information will be displayed on your screen. Then you can either [Request Coop] with that player, [Find Others] to try to find someone else to quest with you, or [Disconnect] and return to the guild menu. When [Request Coop] is selected, you will proceed to the next menu.

◂ Network play should be played in an area where you have a good connection.

2. Choose Your Party Members

Next, choose your party members that will go out on the quest. You can choose up to three characters from your current party. The characters chosen can also change job classes from this menu. Once you have chosen your characters' jobs and finished with all of your settings, the game will start. Cooperate with the other player during battles for maximum efficiency. The game ends once you have fulfilled the quest.

Host Versus

In [Host Versus], you can select up to six of your characters for battle against another player's battle party. The battles take place in an arena, and each player is required to wager an item or gold at the start of the match.

1. Choose an Opponent

Find an opponent to play against you from the Host Versus option. Once an opponent is found, the opponent's information will be displayed on your screen. You can then either [Request Vs.] with that player, [Find Others] and try to find someone else, or [Disconnect] and return to the guild menu. When [Request Vs.] is selected, you then have to choose your battle party members. Once you have chosen your battle party, you can choose their job classes. Once you have finished with all of your settings, you will move on to the battle arena.

2. Setting the Conditions

Once you are at the arena, you will then have to set the battle conditions. First determine what item or how much gold you will wager. When you select [Gold], numbers will be displayed on the screen. Use up or down on the directional buttons to set the amount of money you will wager, and press the ⊗ button to finalize the amount. When [Item] is selected, the items you possess will be displayed on the screen. Choose what item you will wager from the list. Once you have determined what you will wager, next you must set the rules. Set rules such as having no time limit by using the directional buttons. When both players have finished setting their conditions, the battle will begin. The battle is won by the player who has fulfilled the requirements necessary for victory and the winner receives the gold or item that was wagered.

◂ The wager and conditions for victory in Versus Play can be determined together with the other player.

Join Game

This option will search for a player to connect with that is hosting a game. When this option is selected, you will be connected to the network and a list of players will be displayed. A list of players waiting to [Host Coop] or players waiting to [Host Versus] will be displayed. Choose one that you would like to play with. In Coop Play you will play the game cooperating with the other player.

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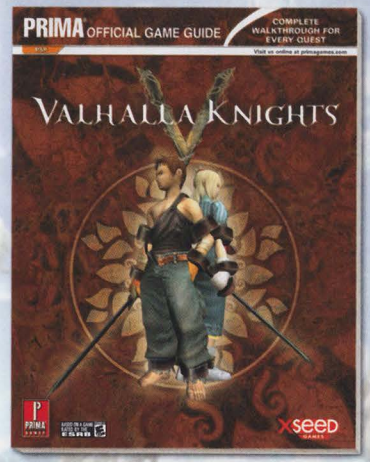
You Got the Game, Now Get the Guide!

VALHALLA KNIGHTS



- Complete walkthrough for every quest
- Maps detailing the locations of all chests, items and major battles
- Learn how to get the most out of each character class
- Strategies on how to beat each creature you encounter in-game, including the titanic boss battles
- Complete stats on all weapons, armor, and creatures

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Summer 2007.

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PlayStation Portable

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EVERYONE 10+

Alcohol and Tobacco Reference
Fantasy Violence
Mild Language
Mild Suggestive Themes

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PS2

VALHALLA KNIGHTS

ULUS 10230

UMD

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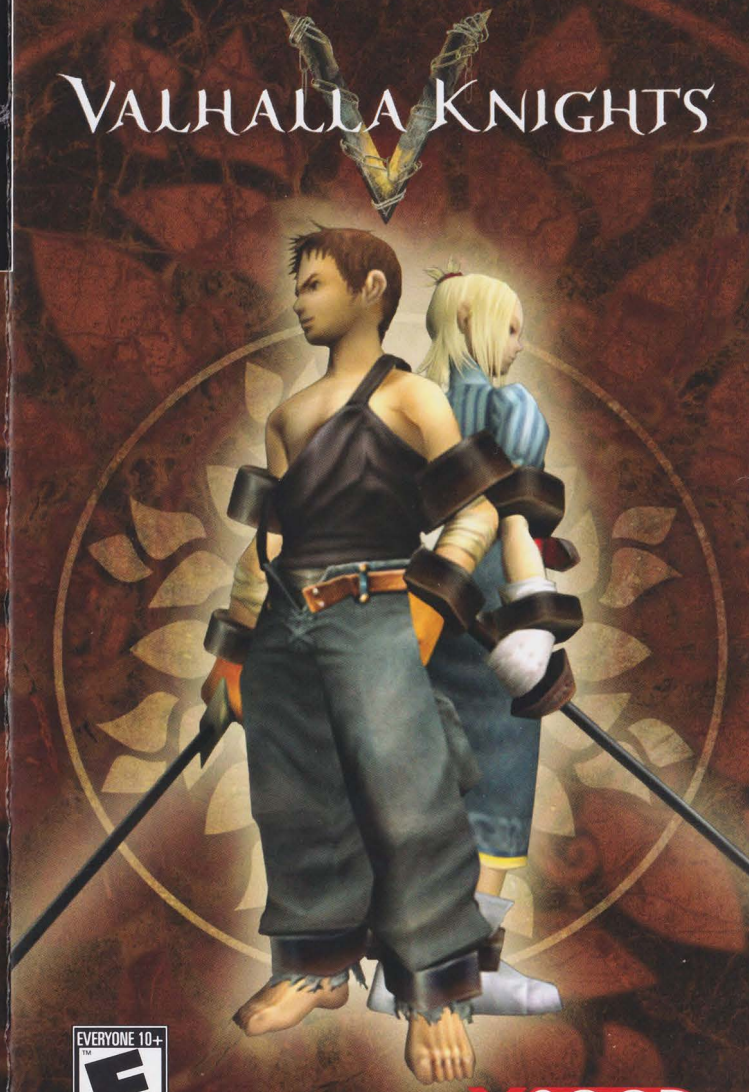

VALHALLA KNIGHTS V

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